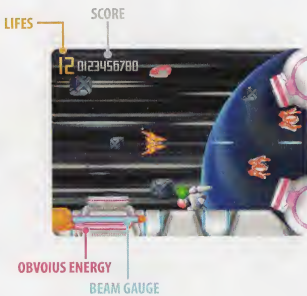


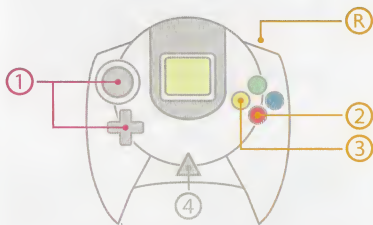


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IOX

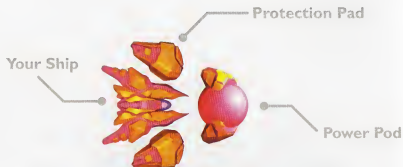
HUCAST.net
KONTECHS





- 1 Move your ship
- 2 Detach pod, press again to attach pod
- 3 Main shot, hold / let off for beam
- 4 Game Start

R Hyper Bullet Soaking



Hyper

*Strong shot and
charge beam*



Rockets

Air to Air



Bounce

*Long bouncing
laser*



Bombs

Air to Ground



X-Ray

*Cross lasers and
bouncing ability*



Power Upper

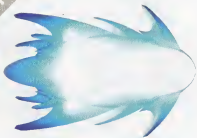
Contains Power Ups



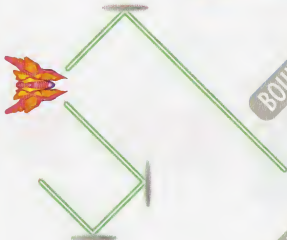
Obvious Energy

*Increases your Obvious Energy Bar
for being able to soak up enemy fire.*

HYPER



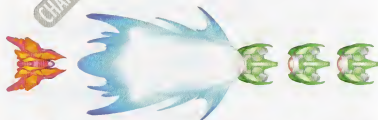
BOUNCE



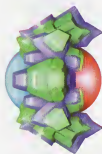
X-RAY



CHAINING



To chain enemies, you must hit a row of enemies within a short time frame to multiply your score. You can also chain bullets when loading them up with your pod.



DASHING

You can dash your pod into enemies to eliminate them quickly from screen. Certainly enemy types are defeatable in multiple ways such as Bully. This enemy just flies up and down and has its hitzone at its flip side. Now you can just snoot the Bully up or fly behind it and shoot off from there. The hitzone on its side is weird and gives you more score to gain.



STAGE 1

Entrance to Trance

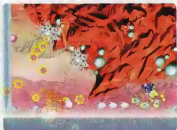
Find the entrance to the space port captured by a Spiritual Spacer to begin this blazing space shooting adventure.



STAGE 2

An Waterfullfilled Cave

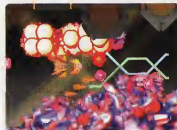
Dunk into a water fullfilled Cave. Be carefully - some of the enemies may want to be closer with you than you wish.



STAGE 3

Material Mine

In this mine the DUX material was found. Now find the way out to find the purple space zone.

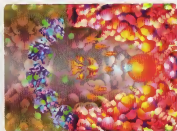




STAGE 4

Purple Spaces

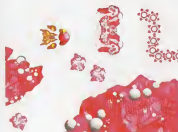
In between an epic space war, you have to escape the battle to head your way through Radiax's Den.



STAGE 5

Radiax's Den

Now you've reached the Den to contact Radiax. This creepy creature is dangerous, yet it has the ability to guide you to the obvious.



STAGE 6

Obviously Obvious

There's nothing known about this place, no human being could ever reach it before you.



Get the control method from horizontal to vertical and turn around your TV in 90° to play the game like a vertical scrolling shooter:



Be carefully when rotating your TV!



René Hellwig
Graphics and Game Design

Martin Konrad
Programming

Andre Neumann
Music and SFX

This product uses KallistiOS.

KallistiOS © Dan Potter

Dreamcast © SEGA Corporation

DUX © HUCAST.net



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KONTECHS

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